a read-only memory disposed in said cabinet;

basic input/output system (BIOS) software stored in said read-only memory;

a nonvolatile memory capable of storing critical system data;

critical data storage software that causes critical system data to be stored in said nonvolatile memory;

disk memory disposed in said cabinet and operatively coupled to said processor;

system software stored in said disk memory, said system software comprising:

a first software portion representing a first game that may be played by a player;

a second software portion representing a second game that may be played by a player; and

a third software portion that causes a first icon representing said first game and a second icon representing said second game to be generated on said video display unit, said third software portion causing one of said first and second games to be initiated in response to a player touching one of said first and second icons;

encoded data stored in said disk memory, said encoded data having been generated from at least one message digest that was generated based on using an encoding function with said system software;

secure loading software stored in memory that loads system software from said disk memory into random-access memory and verifies correctness and authenticity of said system software, said secure loading software verifying correctness and authenticity of said system software based on a comparison of data generated from said encoded data and data generated from said system software; and

operating system (OS) software stored in memory, said operating system software comprising an application programming interface including a first application programming interface portion that provides a software interface to said video display unit and a second application programming interface portion that provides a software interface to said touch-sensitive device.

2 ~~X1~~. A gaming machine as defined in claim ~~16~~ wherein said encoded data was generated from at least one message digest that was generated based on using a Hash function with said system software.

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3 ~~18~~ **3.** A gaming machine as defined in claim ~~16~~ **11** wherein said encoded data comprises data that was generated by encrypting at least one message digest that was generated based on using a Hash function on said system software.

4. ~~19~~ A gaming machine as defined in claim ~~16~~ **11** wherein said secure loading software verifies correctness and authenticity of said system software based on a comparison of data generated by decoding said encoded data and at least one message digest generated from said system software.

5. ~~20~~ A gaming machine as defined in claim ~~16~~ **11**,

wherein said encoded data was generated by encrypting at least one message digest that was generated from said system software, and

wherein said secure loading software verifies correctness and authenticity of said system software based on a comparison of data generated by decrypting said encoded data and at least one message digest generated from said system software.

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cont

6. ~~21~~ A gaming machine as defined in claim ~~16~~ **11** wherein said value-receiving mechanism comprises a coin-receiving slot.

7. ~~22~~ A gaming machine as defined in claim ~~16~~ **11** wherein said value-receiving mechanism comprises a paper money-receiving slot.

8. ~~23~~ A gaming machine as defined in claim ~~16~~ **11** wherein said value-receiving mechanism comprises a credit/debit card slot.

9. ~~24~~ A gaming machine as defined in claim ~~16~~ **11** wherein said value-dispensing mechanism comprises a coin hopper.

10. ~~25~~ A gaming machine, comprising:
 a cabinet;
 at least one user-interface button;
 a value-receiving mechanism associated with said cabinet;
 a value-dispensing mechanism associated with said cabinet;

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a video display unit associated with said cabinet;

a touch-sensitive device associated with said video display unit;

a processor disposed in said cabinet and operatively coupled to said user-interface button, said value-receiving mechanism, said video display unit and said touch-sensitive device;

a read-only memory disposed in said cabinet;

basic input/output system (BIOS) software stored in said read-only memory;

a nonvolatile memory capable of storing critical system data;

critical data storage software that causes critical system data to be stored in said nonvolatile memory;

disk memory disposed in said cabinet and operatively coupled to said processor;

system software stored in said disk memory, said system software comprising software representing a game that may be played by a player;

encoded data stored in said disk memory, said encoded data having been generated from at least one message digest that was generated based on using an encoding function with said system software;

secure loading software stored in memory that loads system software from said disk memory into random-access memory and verifies correctness and authenticity of said system software, said secure loading software verifying correctness and authenticity of said system software based on a comparison of data generated from said encoded data and data generated from said system software; and

operating system (OS) software stored in memory, said operating system software comprising an application programming interface including a first application programming interface portion that provides a software interface to said video display unit and a second application programming interface portion that provides a software interface to said touch-sensitive device.

26. A gaming machine as defined in claim 25 wherein said encoded data was generated from at least one message digest that was generated based on using a Hash function with said system software.

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27. (handwritten: 12) A gaming machine as defined in claim 25 (handwritten: 11) wherein said encoded data comprises data that was generated by encrypting at least one message digest that was generated based on using a Hash function on said system software.

28. (handwritten: 13) A gaming machine as defined in claim 25 (handwritten: 11) wherein said secure loading software verifies correctness and authenticity of said system software based on a comparison of data generated by decoding said encoded data and at least one message digest generated from said system software.

29. (handwritten: 14) A gaming machine as defined in claim 25, (handwritten: 11)

wherein said encoded data was generated by encrypting at least one message digest that was generated from said system software, and

wherein said secure loading software verifies correctness and authenticity of said system software based on a comparison of data generated by decrypting said encoded data and at least one message digest generated from said system software.

30. (handwritten: 15) A gaming machine as defined in claim 25 (handwritten: 11) wherein said value-receiving mechanism comprises a coin-receiving slot.

31. (handwritten: 16) A gaming machine as defined in claim 25 (handwritten: 11) wherein said value-receiving mechanism comprises a paper money-receiving slot.

32. (handwritten: 17) A gaming machine as defined in claim 25 (handwritten: 11) wherein said value-receiving mechanism comprises a credit/debit card slot.

33. (handwritten: 18) A gaming machine as defined in claim 25 (handwritten: 11) wherein said value-dispensing mechanism comprises a coin hopper.

REMARKS

The above application is a continuation of U.S. Serial No. 08/864,700 filed on May 28, 1997 (the "parent application"). A power of attorney and revocation of prior powers and a certification under 37 C.F.R. § 3.73 are filed herewith.